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## ANNEX COMPETITION RULES ADVENTURE AIRSOFT CONTEST ALBA IULIA 2019

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### ANNEX to Rules of competition

1. Presence to competition briefing is mandatory for all team members (including reserves);
2. It is forbidden to move barricades, obstacles or any other barrier or devices placed on field by the organizers;
3. After first 2 teams have entered the game field, the sequent teams must be present and accounted in the specially designated marked area;
4. During pending of match organizers will verify the full assembly of waiting teams. An coloured arm band will be handed to those teams (ex. Blue for 1 team Red for the other). A 'coin toss' will be preformed for start point choosing and a group photo of the 2 teams will be taken.
5. Before entering the game field chrono measuring will be made for all participants including rezerves;
6. Chrono measurment will be done with game setup of the replica.
7. A list of entery order will be available at access area;
8. **If a team will not show in complete assembly as mentioned above, untill the first round of the active match is complete, the game will be forfeit and the opposing team will win 6 points and game time of 14 min.**
9. Bases are considered respawn areas. Before game start all players must keep contact with the designated area and at START match signal players can engage.
10. When a player is hit he must take out his dead-man rag A.S.A.P., after that he must move to **the opponent team start base** with dead-man rag visible and on the edge of the game field.
11. First round the start bases are chosen, after that teams must alternate between those bases for the next round.
12. In case of team member replacement, reserves can enter field after the member that must be replaced has left the game field, and only thru the access gate at the check-in point.
13. **Detailing article C point 12 of the competition rules refering to hits call-out: -At first hit observed by the referee and un-called by player in the shortest amount of time, said player will be eliminated from the round and at the end of that round a specific arm band will be placed on that player. The second time the player will not**



call ,hit' he will be eliminated from that round and can not participated in the next round, his team will play with 5 members or less depending on how many infractions are made. At 3rd un-called hit player will be eliminated from the round and from the competition, and his team will play only with 5 players for the rest of the competition. Infraction arm band will not be removed untill the end of the competition ( it will bare any other marks done by referee)

14. Decent behaviour and censored language MUST be kept during complete competition, and faiply conduct. Drastic measures will be taken for any of the said infractions.
15. Referee calls can be contested
16. Complaints can be made after each match at chec-in point on provided form.
17. The competition will be interrupted for reasons independent by organizers and teams, if the group matches is prolong untill darkness sets; group matches will be reset the next day in the morning.

